

TARGET GROUPS	Students over 11 years of age.
TITLE	World Game
RUNNING TIME	45 minutes for the game 45 minutes or more for the debrief
LEARNING OBJECTIVES	<p>To learn about the global injustice and power systems; the unequal wealth distribution.</p> <p>Players and the game master together develop a picture of our planet which shows the distribution of the World Population and the unequal distribution of wealth and goods, while at the same time pointing out unfair economic processes and the pauperization of big parts of the World Population. The game also intends to spark interest in the interrelations between local and global developments. Another aim of the game is to come up with joint solutions through discussing and balancing everyone's reasons and arguments (Social learning).</p>
MATERIALS	<p>1 cloth "World Map"*</p> <p>100 cones (= 100% world population)</p> <p>100 chips (= 100% of the world income – GDP)</p> <p>1 set of instructions (data chart) and background information for the teachers.</p>
PREPARATION	<p>STEP 1:</p> <p>To begin with, the game master (the educator / teacher) distributes the cones to the players (either to individual players or to a group). He distributes 100 cones (representing 100% of the World</p>

	<p>Population) to be put on different continents. Then the 100 chips symbolizing 100% of the world income are distributed. After each step it is the game master's task to compare the results with the data given in the chart. See Step 3 and 4, where the distribution and questions regarding the World Population and world wealth are described.**</p>
<p>IMPLEMENTATION</p>	<p>STEP 2:</p> <p>The game master asks the players if the world map in front of them strikes them in any way. Usually it is the uncommon proportions of the continents in the southern hemisphere (e.g. Africa) which attract the most attention.</p> <p>The game master then points out that the continents on the map are not shown as usually represented on maps, but according to their real proportions, using the so-called <u>Gall-Peters Projection</u>***</p> <p>The countries belonging to the <u>Group of Eight (G8)</u> are represented in accordance to their political and economic importance (find more details below under Background Information). You can also discuss the <u>Group of 20</u> with the students.</p> <p>Step 3:</p> <p>ESTIMATING AND DISTRIBUTING THE World Population</p> <p>Now it is the players' turn to estimate the percentage of the World Population that lives on each continent and to distribute the 100 cones on the world map</p>

accordingly.

To avoid miscounting and losing track of the number of cones to be distributed, the cones should be kept in groups of tens and fives.

After all the cones have been placed on the world map, the game master together with the players compares the results with the data given in the chart. It is advisable to write the results as well as the respective correct answers on a big sheet of paper.

During this part of the game different questions might be discussed, such as „*What do you think affects our estimate of the distribution of the **World Population**?*“ or „*Which images, interests and fears do you think are hidden beneath?*“

Step 4:

ESTIMATING AND DISTRIBUTING THE WORLD INCOME

The distribution of the world income is estimated using the 100 chips.

Afterwards the game master and the players again verify their hypotheses using the data given in the chart.

To keep the level of restlessness and noise down when working with big groups of students it usually works well to select some students and put them in charge of distributing the chips.

At the end of the game it is very important to talk about the images conjured by the game and the impact of the game on the

	<p>individual players.</p> <p>The World Game can be used as a starting point for dealing with a variety of subjects such as trading with everyday commodities, e.g. bananas, rice, cocoa or cotton. If time allows it, the game can be expanded in a way that players try to distribute cones representing world distribution of world oil supplies; CO₂ emission and import/export of toys. See the data charts below.****</p>
ROLE OF THE TEACHER	Facilitator of the game and the debriefing session
POSSIBLE RISKS & HOW TO HANDLE THEM	/
FEEDBACK TOOL	/

* The cloth "World map" was done by the artists using only recycled pieces of old textile (contact HUMANITAS at info@humanitas.si for further information)

** An idea: you can use different old buttons for chips and some "people" cones from games like Ludo or maybe even some old Lego blocks

*** Gall Peters projection of the world



(Credit: http://en.wikipedia.org/wiki/Gall%E2%80%93Peters_projection)



Gefördert durch



Erasmus+
Schulbildung

**** **BACKGROUND INFORMATION**

The data (2014)

(Attention to the teacher: the data should be verified and recalculated before each workshop, because it is constantly changing)

World population

Population	Population (%)	Cones	Income (Bill. \$)	Income (%)	Coins	
Europe with Russia	742.452.000	10,36	10	20.124,42	27,72	28
Asia without Russia	4.298.732.000	60,02	60	24.812,79	34,18	34
Russia	142.843.000	1,99	2	1.963,01	2,70	3
Australia and Oceania	38.304.000	0,53	1	1.724,53	2,37	2
Latin America and the Caribbean	551.177.000	7,69	9	5.663,87	7,80	8
Africa	1.110.635.000	15,51	15	1.952,48	2,69	3
North America	335.361.000	4,68	5	18.312,46	25,22	25
Total	7.162.119.000	100,00	100	72.590,54	100,00	100

Source: [UN population World chart](#)

CO₂ emissions

Population	Population (%)	Cones	CO ₂ Emissions (MtCO ₂)	Emissions (%)	Cones	
Europe with Russia	742.452.000	10,36	10	5.862	17,2	17
Asia without Russia	4.298.732.000	60,02	60	19.039	55,8	56
Russia	142.843.000	1,99	2	1.812	5,3	5
Australia and Oceania	38.304.000	0,53	1	382	1,1	1
Latin America and the Caribbean	551.177.000	7,69	9	1.865	5,5	6
Africa	1.110.635.000	15,51	15	1.207	3,5	3
North America	335.361.000	4,68	5	5.737	16,8	17
Overall	7.162.119.000	100,00	100	34.092	100,00	100

Source: [Global Carbon Atlas](#)

Oil supplies

Population	Population (%)	Cones	Oil supplies (MIO brl)	Supplies (%)	Cones	
Europe with Euroasia	742.452.000	10,36	10	131.440	8,8	9
Asia without Russia	4.298.732.000	60,02	60	845.702	56,7	57
Russia	142.843.000	1,99	2	80.000	5,4	5
Australia and Oceania	38.304.000	0,53	1	5.262	0,3	0
Latin America and the Caribbean	551.177.000	7,69	9	342.235	23	23
Africa	1.110.635.000	15,51	15	127.561	8,5	8
North America	335.361.000	4,68	5	40.681	2,7	3
Overall	7.162.119.000	100,00	100	1.492.880	100,00	100

Source: OPEC, Data Download, [Table 3.1 \(Oil data upstream\)](#)